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NINTENDO DS™

POLARIUM™

INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



Wireless DS
Single-Card
Download Play

**Demo Version*

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.**



Wireless DS
Multi-Card
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

*For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.*

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

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Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



Nintendo

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Table of Contents





Starting the Game	6	7
How to Play		8
Basic Rules		9
Controls		10
Game Modes		11
Challenge		13
Puzzles		16
Versus		17
Attack Items		18
Lounge		19
Trade Puzzles Using DS Wireless Link		20
Polarium Demo		
Establishing a DS Wireless Link		
DS Wireless Play	22	
DS Download Play	23	5

Starting the Game

Make sure that the Nintendo DS system is turned off before inserting the Polarium Game Card. The health and safety information screen will appear when you turn the power on. Touch the Touch Screen to go to your Nintendo DS system's main menu.

* Press POWER to turn the power off.

Once you touch the Polarium panel on the Nintendo DS menu screen, the screen shown on the bottom right will appear. Touch  to learn how to play the game. To skip the tutorial, press . After the tutorial ends, you will return to the title screen.

* Skip the Nintendo DS main menu by setting the system to Auto Mode. Please read pages 19 and 20 of the DS instruction booklet for more details.



How to Play

Play Polarium...



using only a stylus.

Sleep Mode

By closing the Nintendo DS mid-game, you can put your game into Sleep Mode. Open the DS to resume your game.

Saving

You can save four types of data in this game. Please see each page for information about saving.


- * High scores (pg. 12)
- * Custom puzzles (pg. 15)
- * Cleared puzzles (pg. 13)
- * Puzzles received using DS Wireless Link (pg. 19)

Basic Rules

Flip over tiles on the Touch Screen by sliding the stylus over them in a single stroke. That's Polarium in a nutshell.



Step 1

Select tiles by sliding the stylus over them with one stroke. Redraw your line by backtracking or touching .

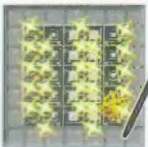
 Cancel



Step 2

After selecting a series of tiles, lift the stylus off the Touch Screen, then tap the last tile in the series. The white tiles will turn black, and the black tiles will turn white.

Master single strokes!



Step 3

Once you form an entire horizontal row of matching tiles, that whole line will disappear. See how many lines you can clear!

Controls


Important Icons

 Confirm

 Cancel

 Back to Menu

Menu

Pause the game and open the menu window by touching the menu icon or pressing START. Touch  in the menu window to end your game and return to the main menu and title screen.

Free Cursor

This icon indicates that you can move freely. Touch anywhere on the screen to start drawing your line.

Play Area

Select tiles in the play area. No tiles will appear on the outer frame.

Cursor

This indicates the leading edge of a single stroke.



Use the outer frame!

Game Modes

Access any of Polarium's game modes from the menu on the Touch Screen.



Challenge

Tiles will continue to fall from the top screen. Eliminate them all quickly, before they stack too high!

Puzzles

Put on your thinking cap and eliminate all the tiles with a single stroke.

Versus

Battle opponents using the DS Wireless Link or Single-Card Download Play. Race to clear the most tiles and send eliminated tiles to your opponent.

Lounge

Select settings, view the tutorial, and trade custom puzzles here.

Challenge

Eliminate the tiles quickly as they fall continuously from the top screen. The game ends if the tiles pile up to the red line.

Scoring

When you delete lines, the details of your actions are displayed on the left side of the upper screen. BORDERS, SPLIT, CHAINS and ALLCLEAR bonuses are combined with the LINES you have deleted to add points to your score.

LINES

The number of lines you have deleted in one shot. The basic way to get points.

BORDERS

Number of borders between black and white lines you have eliminated in one shot.

SPLIT

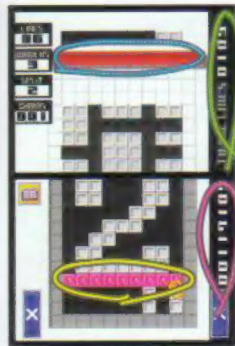
Number of blocks of lines between eliminated lines.

CHAINS

Number of times in a row you have succeeded in deleting lines. The chain is broken if you don't delete a single line with a stroke.

ALLCLEAR

A bonus you get when you delete all tiles from the play area.



Challenge Touch Challenge to start the game.

Red Line

Once the tiles reach the red line, the game ends.

Total Lines

The number of lines you've eliminated. Can you make it to 1,000 lines?

Score

The current score. Beat the high score!

Area Tiles

When these fall to the very bottom, all the tiles above them will disappear. Area tiles appear roughly once every 100 lines. Use them wisely by saving them for when you really need them!

Fast Drop

Touch  to make the tiles drop faster.



Menu Screen



Selection Screen



Icon Entry Screen

Practice

Touch Practice (located in the Challenge screen) to play with no time limit. Select a series of patterns to practice and touch to start playing.

You can practice any stage that you've reached in Challenge.

High Scores

View the top three high scores in Challenge.

Check out advice on the Touch Screen.

Name

When your score is one of the three highest, you can draw an icon with the stylus and save it.

ICONS



Draw lines



Don't save



Erase lines



Save



Erase all



What to draw?

Puzzles

Clear puzzles by eliminating all the tiles in the play area with a single stroke. After you finish ten puzzles, you will face another ten puzzles. Polarium saves automatically each time you clear a puzzle.



Menu Screen



Stock Selection Screen



Play Screen

Puzzles

Touch Puzzles to open the Puzzles window. Pick a puzzle number and touch to start the game.

Stock Puzzles

Solve up to 100 puzzles.

Custom Puzzles

The custom menu appears when you touch on the right side of the window. From here, you can choose puzzles and passwords that you created in Edit. You can also select puzzles that you received through DS Multi-Card Play (pg. 19).

Hints

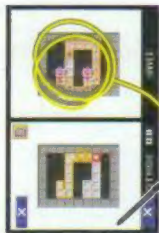
Touch the hint icons on the Puzzles screen to turn on two types of hints. One hint shows you the last incorrect stroke you drew, and the other shows you the start and end points of the correct stroke. When a hint is turned on, the icon changes to yellow. When it's off, the icon is white.



Show the last incorrect stroke.



Show the start and end points of the correct stroke.



Hint (continued)

If you're having trouble beating a puzzle, check the Top Screen. It shows your last incorrect stroke. If you're still having trouble, the correct starting point of the stroke will appear on the Top Screen. After a little longer, the ending point of the solution will also appear.

Hint

There are multiple solutions.

Edit

Touch Edit on the Puzzles screen to open the custom puzzles window. Touch the number of the puzzle you want to edit, then touch Password or Create. Touch to begin.

Create custom puzzles and trade them with other players with the password. You can also trade custom puzzles with the DS Wireless Link (pg. 19).

Password

Create or enter a password for the puzzle that you created.

Create

Create your own customized puzzles here.



Puzzles Screen

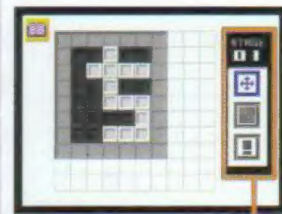


Custom Puzzles Window

Password



Password Screen



Tools



Figure 1

This is tough....

Set

You can set passwords for the puzzles you create. Add new puzzles to your custom library by entering other players' passwords.

Send a far-off pal a puzzle!

Create

- 1 Touch the Size icon , then touch the play area to change the puzzle's size.
- 2 Touch the Tiles icon , then touch the tiles to change their color.
* You cannot create an entire row of matching tiles.
- 3 Touch the Answer icon , then solve the puzzle you created with a single stroke. Once you've solved the puzzle, you will be asked if you want to overwrite your puzzle data (Figure 1). Touch to save the puzzle.

- * When you update a puzzle, you will lose the old puzzle.
- * You can create more puzzles once you've cleared more stock puzzles.

Versus

Play against an opponent with the Nintendo DS Wireless Link. Rotate both Nintendo DS systems on their sides when playing this mode.

* Please read pages 22 and 24 to learn more about the DS Wireless Link before playing.




Menu Screen



Link Error

Versus

The DS Wireless Link automatically starts when both of the players touch Versus on the menu screen. The game automatically assigns who will be P1 and P2. After you are instructed to rotate your Nintendo DS, touch  to start playing.



Games

Set the number of games to play.

Time

Set the length of each game.

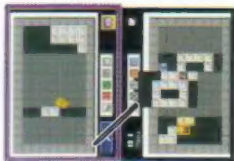
* These settings are available for the player who acts as P1.

Link

Versus ends if the Wireless Link is interrupted.

Rules

When you eliminate tiles, they are sent to your opponent's play area. The first player to eliminate all the tiles in his or her play area wins. If time runs out before a player clears his or her play area, the player with the fewest tiles remaining wins.



Your Play Area

Opponent's Play Area

Attack Items




Your play area

Opponent's play area

Items

Touch colored items to use them.

No! Reversal! 

Random Tiles



When you eliminate lines that have random tiles, you get attack items. Touch them to use them. You can get the following five attack items:



Obstacles

Obstacles can be eliminated only by clearing the tiles adjacent to them.



Speed Up

Increase the speed of tiles you send to your opponent.



Slow

Slow down the speed of tiles your opponent sends your way.



Lock In

Keep your opponent from using the outer frame.



Reverse

Reverse the colors of all your opponent's tiles.

Lounge

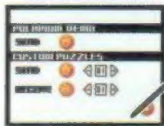
View the Polarium tutorial, change the game settings, and trade data using the DS Wireless Link.



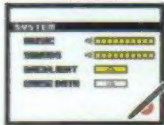
Menu Screen



Tutorial Screen



Wireless Link Screen



Settings Screen

Lounge

Touch Lounge on the menu screen. Tutorial, Wireless Link, and Settings will appear.

Tutorial

Learn the ins and outs of Polarium, from "Step 1" to "Practice".

Wireless Link

Send the demo version of Polarium to other Nintendo DS systems (pg. 20) or trade up to 100 custom puzzles.

Settings

Music

Adjust the music volume.

Sounds

Adjust the sound-effect volume.

Backlight

Turn the backlight on or off.

Erase Data

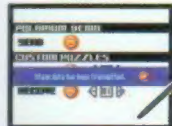
Erase saved data. Once you erase data, it's gone forever.

Trade Puzzles Using DS Wireless Link

Trade custom puzzles that you created in Edit.



Wireless Link Screen



Send Puzzles

- 1 Enter the Lounge and touch Wireless Link. Select a puzzle number with and touch .
- 2 Once the puzzle has been sent, you will see a message telling you that "Stage data has been transmitted." Touch to return to the menu screen.

Receive Puzzles

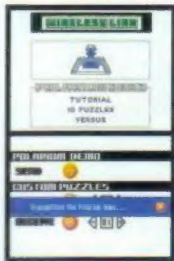
- 1 Enter Lounge and touch Wireless Link. Select the puzzle number you want to save with and touch .
- 2 When you receive a puzzle, you will be asked "OK to overwrite stage data?" Touch to confirm.
- 3 The puzzle you received will be saved in Custom Puzzles.

Polarium Demo

This demo features the Polarium tutorial and ten trial puzzles. Let your friends get a taste of Polarium.



Demo Screen



Send (Transmission) Screen

● Sending

- 1 Please read the steps to establish the DS Wireless Link (for more information on DS Download Play, see pages 23 and 24).
- 2 Touch Send on the Lounge Wireless Link menu screen. The system will automatically look for a recipient and send the Polarium demo version.

● Receiving

- 1 Please read the steps to establish the DS Wireless Link (for more information on DS Download Play, see pages 23 and 24).
- 2 The Polarium demo start screen appears once downloading is finished.

* The downloaded demo will be erased from the receiving Nintendo DS system once it is turned off.

Credits

executive producer

Satoru Iwata

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Roy Ozaki

Satoshi Kira

Director, Game design & Sub programming

Takamitsu Hagiwara

Main programming

Main graphic design

Akihiro Akaishi

Mikako Kumagai

Sound design

Sub graphic design

Shoichi Koike

Daisuke Mizuno

Sound support

Art work

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Toshiyuki Sudo

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Special thanks

Hiroshi Sato

Shinya Saito

Yu Fukaya

Super Mario Club

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This section explains how to establish your DS wireless link.

What You Will Need:

Nintendo DS	-----	One for each player
Polarium Game Card	-----	One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Polarium Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Polarium" panel.
4. Now follow the instructions on page 16.

This section explains how to establish your DS wireless link.

What You Will Need:

Nintendo DS	-----	One for each player
Polarium Game Card	-----	One

Steps for the host

1. Make sure that all DS systems are turned off, then insert a Polarium Game Card into the system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Polarium" panel.
4. Now follow the instructions on page 20.

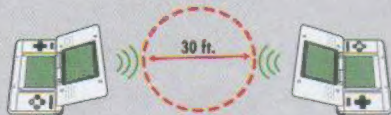
Steps for guests

1. Turn on the power of all the systems. The DS menu screen will appear.
2. Touch the "DS Download Play" panel. The game-selection screen will appear.
3. Touch the "Polarium Demo" panel. The game-confirmation screen will appear.
4. When the correct software appears, touch "Yes". P1 will start the download process.
5. Please follow the instructions on page 20.

Important Wireless Communication Guidelines:

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

NOTES

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REV-0

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REV-0

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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